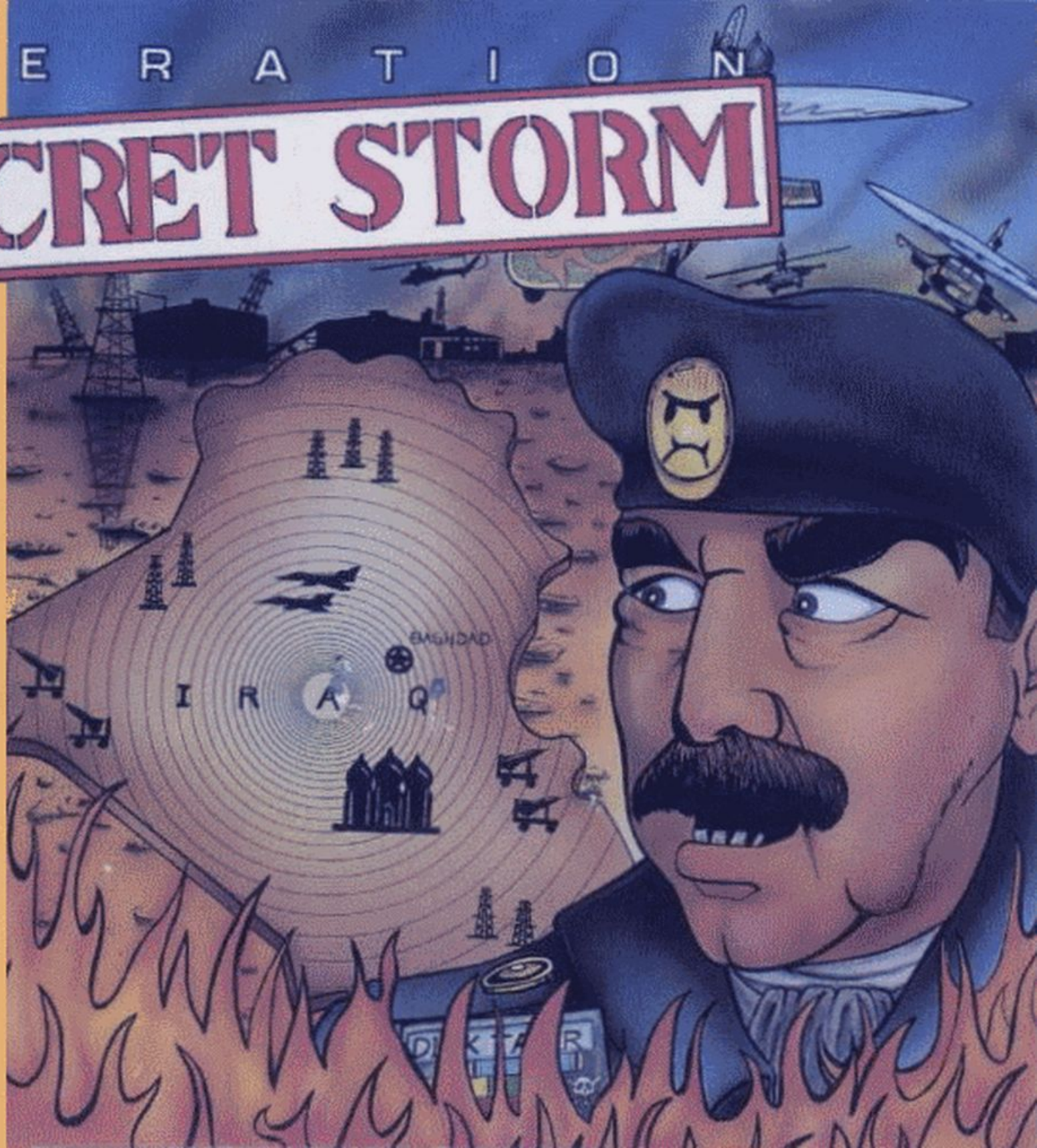
OPERATION

SECRET STORM

INSTRUCTION MANUAL



COLOR DREAMS

OPERATION SECRET STORM CONTROL SUMMARY

CONTROLS

CONTROL PAD: Left/Right Arrow-moves the CIA agent George to the left or to the right of the screen.

BUTTON A: Causes agent - George to jump. (During Superrun he will flip. Hold down the Down Arrow key and push Button A to jump down.)

BUTTON B: Causes George to attack. This enables him to shoot if he has ammunition. It will punch if he has no ammo, or if he is within punching distance. Push down arrow keys to kick, and up arrow keys to attack with the knee. Holding down Button B while moving to either left or right causes George to superrun.

START BUTTON: Starts and pauses the game.

SELECT BUTTON: Causes George to throw grenades.

SPECIAL OBJECTS

HEALTH INDICATOR: Refer to the status bar at the top of the screen to keep track of George's health.

LIGHT COLOR GRENADES: Gives one grenade throw.

DARK COLOR GRENADES: Gives ten grenade throws.

AMMUNITION CLIPS: Gives bullets for ten shots.

HEARTS: Restores two health units.

OPERATON SECRET STORM

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After a briefing of the Gulf War situation, agent George, a Top CIA agent, is being sent to the Middle East. Your mission is to save oil refineries in the Gulf, and stop further production of CBW (Chemical and Biological Warfare) weapons. You are expected to engage in hand to hand combat with Saddam's men as well as himself. To complete the mission, you must use every skill and and determination to defeat Saddam.

Remember, many lives are at stake.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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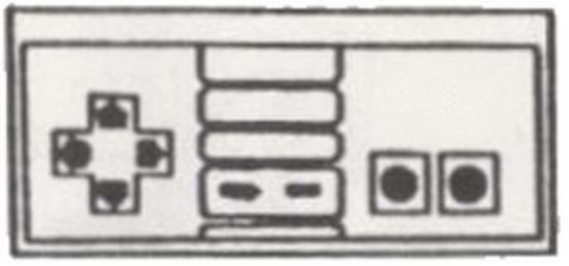
GAME CONTROL AND MOVEMENT



Control Pad: Left Arrow -- Moves Agent George to the left.
Right Arrow - Moves Agent George to the right.

BUTTON A: Causes Agent George to JUMP.
During Superrun he will FLIP.
Hold the down arrow and push Button A to jump down.

BUTTON B: Causes George to attack enemies.
Hold Button B while moving left or right causes Agent George to SUPERRUN.
If ammunition is available, push Button B to SHOOT.
If you ran out of ammunition or are within range, push Button B to PUNCH your enemies.
Push Button B plus down arrow keys to KICK.
Push Button B plus up arrow keys to ATTACK.

START BUTTON: Starts and pauses the game.

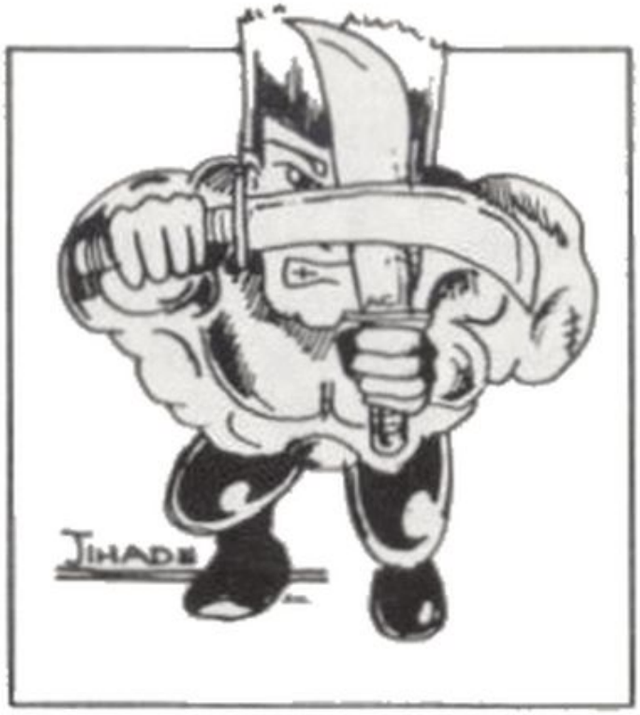
SELECT BUTTON: Causes Agent George to throw grenades. He picks up grenades and health hearts by moving on top of them.

CHARACTER INTRODUCTION

Top CIA-Agent George, a tough man with eyes of fire. He was the last hope, and the only agent with a reasonable chance of completing Operation Secret Storm. Agent George was selected for the job because of his strength, experience, and dexterity ...

The main objective is to stop Saddam Insane, a notorious villain who vowes to take over the world. Only Agent George can stop his evil plans...

ENEMIES



JIHADS:

These strong desert warriors are the first line of defense. They jump high and strike low.

BEDUINS:

Trigger happy soldiers carrying big guns. Watch out for flying bullets....

NUCLOIDS:

Chemical warfare specialists. They will stop you from approaching the scuds at all costs. So put on your gas mask...You'll never know what they'll use.

ENEMIES (con't)

HASSINS:

Created by Saddam, these mutated animals have the incredible strength of raging bulls.

A.K.CAMELS:

They carry a variety of ammunitions, and have high jumping abilities which enables them to attack from overhead.

FUMAGAS:

Deadly chemical specialists. They will throw heat seeking poison gases at you. So, keep a cool head...

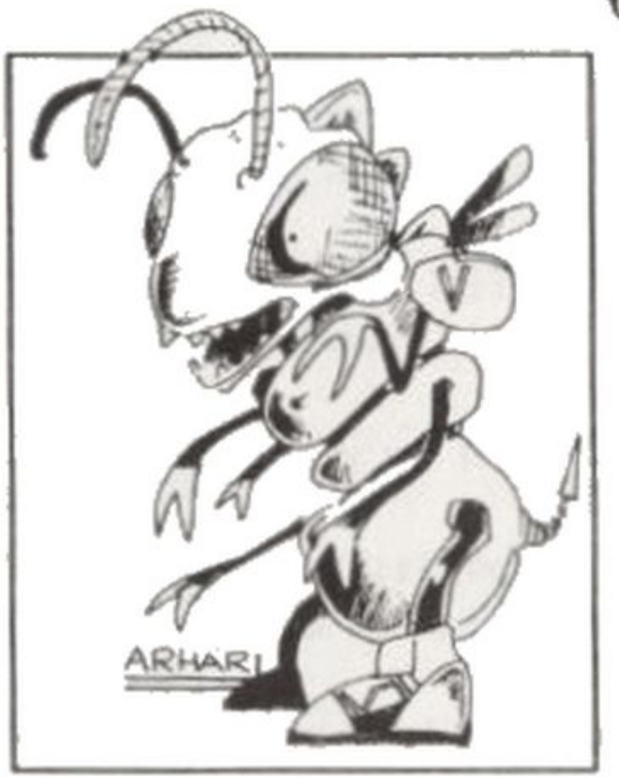
ENEMIES (con't)

VULTURES:

Desert birds trained by Saddam himself. They swoop down on their preys, AND signal the presence of his master.

ARHARIS:

Giant "mutated" red ants Saddam created to follow your scent.



SADDAM:

The infamous man that created terror in the Middle East. He is highly skilled in the art of decimation.

WORLD DESCRIPTION

1. THE PIPELINE: George starts here and must battle Arabs with knives, Guards with lead pipes, and a very large, very hungry vulture...

2. THE OILFIELDS: You will be confronting Beduins with shotguns, Roughnecks with clubs, and one nasty camel...

3. THE VILLAGE: George must defeat masked thugs on the ground, helicopters and Jihads in the air.

4. THE OIL REFINERY: In addition to Saboteurs, you will also have to drive out Hassins...

5. THE FIXED SCUD MISSILE SITES: Both deadly hand to hand combat and chemical warfare specialists awaits you...

6. THE TOWN: More Jihads await for your arrival...

7. THE HIDDEN PALACE: If the assassins don't get you, the shadowy passageways of the old palace and the sand-strip monster will...

8. THE MOBILE SCUDS: The grenade heaving Shlomots will try to keep you away from the launchers.

9. THE OLD PALACE COURTYARD: Sand-strip monsters abound in this level.

WORLD DESCRIPTION (con't)

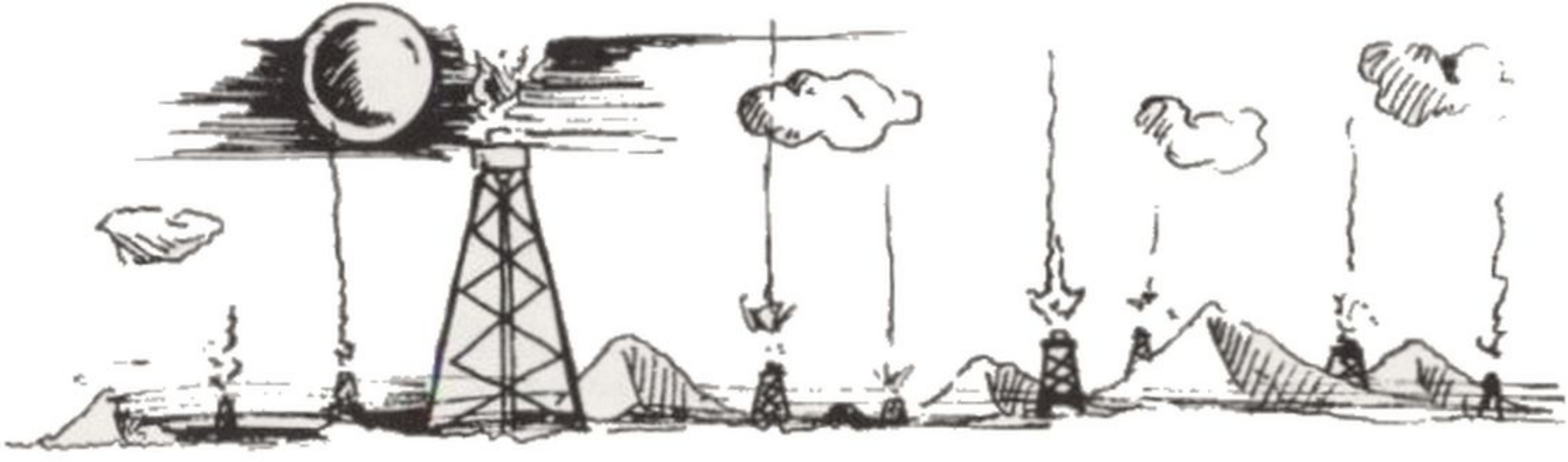
10. THE DESERT AIRSTRIP: You are almost home free. One of your last obstacles in this level are some "Mega-Mutant" red ants. Awaiting at the end of the trail is Saddam Insane himself; destroy him if you can, but you may have to beat his body guard clones first.

HINTS AND TIPS

* Be careful, some enemies may do more damage to agent George than others !

* Refer to the status bar at the top of the screen to keep track of health and how many more lives Agent George has earned.

* Some enemies may be able to throw weapons at you as well as attack with their unique hand to hand combat.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

OPERATION SECRET STORM
EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/____ PHONE #(Optional): (____)____-_____

(CIRCLE THE APPROPRIATE CHOICES.)

1) DID YOU PURCHASE THIS GAME BECAUSE OF: A B C D E F
   A) HEARD IT FROM A FRIEND
   B) A MAGAZINE AD
   C) A MAGAZINE REVIEW
   D) ATTRACTIVE PACKAGING
   E) LOWER PRICE
   F) OTHER:_____

2) WHERE DID YOU PURCHASE THIS GAME? A B C D E F
   A) DEPARTMENT OR CHAIN STORE
   B) TOY STORE OR HOBBY SHOP
   C) VIDEO RENTAL STORE
   D) MAIL ORDER
   E) FLEA MARKET
   F) OTHER:_____

3) HOW MANY COLOR DREAMS GAMES DO YOU OWN· 1 2 3 4 5&UP

(GRADING SCALE: A:EXCELLENT B:GOOD C:AVERAGE D:POOR F:BAD)

4) GAME'S OVERALL ENTERTAINMENT VALUE A B C D F
5) PLAY ACTION A B C D F
6) GRAPHICS (COLOR, DESIGN, ANIMATION) A B C D F
7) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) A B C D F
8) DIFFICULTY LEVEL (A: TOO EASY ... F: TOO HARD) A B C D F

PLACE
STAMP
HERE

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